[0059] A second sub display device **36** is provided between the main display device **32** and the first sub display device **34**. The second sub display device **36** is able to show a display similar to ornamental lights, such as flashing text or symbols, in accordance with the state of the game, or to display text information which scrolls from the right-hand side to the left-hand side of the display device.

[0060] An indication lamp **56** for indicating a fault in the game selection-enabled gaming machine **2** or a big winning, or the like, is provided on top of the cabinet **30**.

[0061] A virtually horizontal operating panel **50** is provided below the main display device **32**, and a plurality of switches **40**, and a cross switch **42**, are provided on the left-hand side of the panel **50**. These switches **40** and **42** are used to perform instructions, such as selection and determination in the respective games.

[0062] Furthermore, a coin insertion slot **44** and a bill insertion slot **46** are provided on the right-hand side of the operating panel **50**. A pay-out switch **48** is also provided in the vicinity of the coin insertion slot **44**, and by pushing this switch **48**, a number of coins corresponding to the remaining credit at that time is paid out via a coin pay-out opening **52** in the lower part of the front surface of the cabinet **30**, and the coins thus paid out are collected in a coin tray **54**.

[0063] In the foregoing description, both coins and bills are accepted when inserting money to be used as a unit gaming fee, and only coins are used when paying out the remaining credit, but it is also possible to use coins only for inserting and paying out, and it is also possible to use both coins and bills for inserting and paying out. Furthermore, it is also possible to enable various denominations of coins and bills to be handled. Moreover, instead of paying out coins, it is also possible to output a receipt on which the number of coins to be paid out is printed. In this case, the receipt is exchanged for coins, or the like, at an exchange site, for example.

[0064] A third sub display device **38** is provided in the lower part of the cabinet **30**, above the coin pay-out opening **52**, and this display device is able to display various types of information, such as information supplied by the casino where that gaming machine **2** is located, for example.

[0065] Furthermore, (apertures for) a pair of audio output speakers **80** are provided on the left and right-hand sides of the coin pay-out opening **52**.

[0066] (Control composition of Game Selection-Enabled Gaming Machine)

[0067] **FIG. 4** is a block diagram showing the composition of the control implemented in a game selection-enabled gaming machine **2** according to a first embodiment.

[0068] One or a plurality of circuit boards mounted with a main control circuit **60**, which is a compositional element, as shown in **FIG. 4**, is/are provided inside the cabinet **30** of the game selection-enabled gaming machine **2**.

[0069] In the main control circuit **60**, a CPU **66**, ROM **68**, RAM **70**, hard disk device **74**, communications interface circuit **76** and random number generator **78** are connected via the input/output bus **64**, and an input interface circuit group **62** and an output interface circuit group **72** connected to the input/output bus **64** are also provided.

[0070] The CPU **66** controls the various sections of the game selection-enabled gaming machine **2**, and controls the progress of the game, in accordance with a program stored in the ROM **68**, a program stored in the hard disk device **74** or RAM **70** (hereinafter, called a "game program"), or the like.

[0071] The ROM **68** stores programs of various types executed by the CPU **66**, fixed data, and the like. The ROM **68** also stores, for example, a game selection program **68***a* whereby the player selects the type of game to be executed by the game selection-enabled gaming machine **2**.

[0072] The RAM **70** is used as a working memory when the CPU **66** is carrying out processing. Furthermore, in the case of this first embodiment, while a game is in progress, all or a portion of the game program downloaded from the game providing server **1** is stored in the RAM **70**, according to requirements, as described hereinafter, and the program is supplied from the RAM **70** for execution by the CPU **66**.

[0073] The ROM **68** or RAM **70** may of course be substituted by storage devices of other types, such as semiconductor memories.

[0074] The hard disk device **74** is provided as a large-capacity storage device. Therefore, it may also be substituted with another storage device, such as an optical disk device. The hard disk device **74** stores, for example, a game program of the type selected by the player, which has been downloaded from the game providing server **1** (any of the games G**1**-G**10** described above). Here, a downloaded game program may be executed by the CPU **66** from its storage location on the hard disk device **74**, but it is also possible to copy the downloaded program, completely, or part by part, into the RAM **70**, thereby supplying the program for processing by the CPU **66**.

[0075] The hard disk device **74** also stores management information, such as a journal, for example, according to requirements.

[0076] The communications interface circuit **76** has an interface function for communicating with the game providing server **1** via the network N. Unique ID numbers are assigned to the game providing server **1** and the respective game selection-enabled gaming machines **2**, and hence the communications source and destination can be identified universally by means of these ID numbers, and the communications interface circuit **76** can determine whether or not a communication is directed to the machine in which it is installed. The same applies to the communications interface circuit **22** installed in the game providing server **1**.

[0077] The random number generator **78** generates random numbers under the control of the CPU **66**. The CPU **66** generates a random number at the timing that a determination is required concerning how to progress when the path of the selected game branches, and it also generates a random number when determining the game result of the currently selected game type.

[0078] The input interface circuit group **62** reads in instruction signals from the various switches **40**, **42**, **48** described above.

[0079] Furthermore, an input detection sensor **58** which detects the insertion of a coin, bill, or the like (depicted as one block in **FIG. 4**, although in fact separate sensors are